	in flight. Outlying airports not intended for landing need only provide a reasonable facsimile of runway orientation.
2.a.14.c	Representative moving airborne traffic (including the capability to present air hazards – e.g. airborne traffic on a possible collision course).
2.b	**Visual scene management.**
2.b.1	Reserved
2.b.2	Airport runway, approach and taxiway lighting and cultural lighting intensity for any approach should be set at an intensity representative of that used in training for the visibility set; all visual scene light points must fade into view appropriately.
2.b.3	Reserved
2.c	**Visual feature recognition.** *Note.— The following are the minimum distances at which runway features should be visible. Distances are measured from runway threshold to an airplane aligned with the runway on an extended 3-degree glide slope in suitable simulated meteorological conditions. For circling approaches, all tests below apply both to the runway used for the initial approach and to the runway of intended landing.*
2.c.1	Runway definition, strobe lights, approach lights, and runway edge white lights from 8 km (5 sm) of the runway threshold.
2.c.2	**Visual approach aids lights.**
2.c.2.a	Reserved
2.c.2.b	Visual approach aids lights from 4.8 km (3 sm) of the runway threshold.
2.c.3	Runway center line lights and taxiway definition from 4.8 km (3 sm).
2.c.4	Threshold lights and touchdown zone lights from 3.2 km (2 sm).
2.c.5	Reserved
2.c.6	For circling approaches, the runway of intended landing and associated lighting must fade into view in a non-distracting manner.
2.d	**Selectable airport visual scene capability for:**
2.d.1	Night.
2.d.2	Twilight.
2.d.3	Day.
2.d.4	Dynamic effects — the capability to present multiple ground and air hazards such as another airplane crossing the active runway or converging airborne traffic; hazards must be selectable via controls at the instructor station.
2.d.5	Reserved
2.e	**Correlation with airplane and associated equipment.**
2.e.1	Visual cues to relate to actual airplane responses.
2.e.2	**Visual cues during take-off, approach and landing.**
2.e.2.a	Visual cues to assess sink rate and depth perception during landings.
2.e.2.b	Reserved
2.e.3	Accurate portrayal of environment relating to airplane attitudes.
2.e.4	The visual scene must correlate with integrated airplane systems, where fitted (e.g. terrain, traffic and weather avoidance systems and HUD/EFVS).
2.e.5	Reserved
2.f	**Scene quality.**
2.f.1	**Quantization.**
2.f.1.a	Surfaces and textural cues must be free from apparent quantization (aliasing).
2.f.1.b	Reserved
2.f.2	System capable of portraying full color realistic textural cues.
2.f.3	The system light points must be free from distracting jitter, smearing or streaking.